

1
a determined by reference to a database. Advertisement selection and display is determined by user preferences or appropriate breaks in gaming.--

Page 3, lines 8-12 (second paragraph):

--BRIEF DESCRIPTION OF THE DRAWINGS:

2
a Fig. 1 is a graphical representation of the Assignee's prior art GGSN connection to the GPRS Network.

Fig. 2 is a graphical representation of the proposed prior art 3rd Generation mobile network.

Fig. 3 is a graphical representation of the game sponsoring architecture of the present invention.--

Page 4, lines 1-9 (first paragraph):

3
a --General Packet Radio Service (GPRS) illustrated in Fig. 1 is the best platform for mobile data networking services. GPRS is also an essential stepping-stone to third generation personal multimedia services. But for mobile operators and service providers, GPRS revolutionizes business and working practices, a trend that is both driven and reinforced by the convergence of telecommunications and data networking. GPRS opens up new opportunities, but also introduces challenges, the most significant of which are changes in the tariff model and introduction to the new IP infrastructure. A complete GPRS solution features both comprehensive charging facilities as well as best-in-class GPRS core IP network.--

Page 4, lines 17-20 (fourth paragraph):

a4 --Comprehensive end-to-end solutions will require new partnerships with solution and content providers. The Assignee is in the forefront of WAP development and a leading wireless datacom supplier, and is already helping to bring operators together with content providers, and 3rd party software developers.--

Page 4, lines 21-23, through page 5, lines 1-7:

a5 --An example of use a commercial embodiment of the GPRS system is a mobile user that is a salesman getting an e-mail reminder for a customer meeting. The user double-checks the customer profile from the company database by typing its name into the GPRS terminal. The user does need to not place a call, as the user is constantly logged on to his LAN because his terminal is equipped with GPRS. The GPRS terminal connects to the corporate intranet via the mobile operator's GPRS network. Quickly, the salesman briefs himself with the customer's order history, personnel profiles, current stock, product history and price level. All this is transmitted via short bursts of data. Customer queries can be answered immediately, enabling real-time, interactive sales and marketing. When the meeting concludes, the salesman types a short report and submits it with the click of a button.--

Page 5, lines 8-13 (first complete paragraph):

6a --GPRS brings true packet data connectivity to the GSM market, paving the way for the next generation of Personal Multimedia services. GPRS integrates GSM and Internet Protocol (IP) technologies, adding convenience and immediacy to mobile data services. With peak data

a rates of over 100 kbit/s, GPRS offers instant packet-switched data connections to data networks, such as the Internet, Internet Service Providers (ISPs) and corporate intranets all delivered via GSM technology.--

Page 5 lines 21-22, through page 6, lines 1-2:

a? --GPRS packet-switched data technology makes efficient use of radio and network resources and is a key stepping stone to the third generation. The complete solution for creating and implementing GPRS data services includes an IP core and radio network infrastructure, as well as integrated GPRS service and billing solutions.--

Page 6, lines 3-5:

a8 --To upgrade an existing GSM radio network for GPRS, the solution includes new software that can be remotely downloaded to Nokia Base Stations, so no site visits are needed.--

Page 6, lines 6-8:

a9 --In addition, the GPRS solution includes new stand-alone network elements: the Serving GPRS Support Node (SGSN), the Gateway GPRS Support Node (GGSN) as shown in Fig. 1 and the Charging Gateway.--

Page 6, lines 9-12:

a¹⁰ --For operators, GPRS brings opportunities to capture more corporate business. With the GPRS solution, the corporate intranet can be securely connected directly to the operator's GPRS network. GPRS has the highest security solution on the market for complete data protection.--

Page 6, lines 13-14:

a¹¹ --An end-to-end GPRS system provides a future-proof evolution path to EDGE and third generation technologies.--

Page 6, lines 15-19:

a¹² --The GGSN connects the GPRS network to the Internet, Internet Service Providers (ISPs) and corporate intranets, allowing simultaneous multiple secure data access points. The GGSN architecture is based on an IP routing platform, offering such advanced features as integrated firewall functionality for excellent data security.--

Page 6, lines 20-22 through Page 7, lines 1-2:

a¹³ --The SGSN is a network element that converts protocols between the IP core and the radio network, as well as serving such functions as mobility management, user verification and collection of billing data. Based on the proven the Assignee's DX 200 telecommunication switching platform, the SGSN is designed with built-in redundancy for excellent system reliability and scalability.--

Page 7, lines 3-7:

a14
--Unique to the solution is the stand-alone Charging Gateway, which provides a single access point from the GPRS network to the operator's billing system. Charging information generated by the SGSN and GGSN is relayed to this system, which then consolidates and pre-processes the data records to reduce billing system processing for uninterrupted service.--

Page 7, lines 8-12:

a15
--In September 1998, the first call using a Third Generation terminal of the Assignee was made on a test network in Japan. Testing continues and has reached an important milestone on its road to Third Generation mobile telephony. It is expected that by 2001, the first commercial Third Generation mobile network will be launched, and the world will be introduced to digital mobile multimedia communications.--

Page 7, lines 13-15:

a16
--Full-scale personal multimedia services set very demanding requirements for the core network of 3rd generation mobile systems. GSM, as the most modern digital system in the market, is the best platform choice. --

Page 9, lines 4-8:

a17
--This development is most apparent in the office environment. The mobile handset is already often the preferred phone for voice calls. Improving quality of service (QoS) capabilities of IP may soon enable the use of IP as an alternative transport for voice connections. On the other

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hand the H.323 standard supports combined transport of voice, video and data streams belonging to the same communication session.--

Page 9, lines 22-23 through Page 10, lines 1-3:

a¹⁸
--GSM is the most common Second Generation mobile telephony standard. GSM is used throughout most of the world for mobile, digital telecommunications. If a mobile phone is used today, the chances are that GSM technology is used therein. GSM is found throughout Europe, Asia, in North and South America, in short, almost everywhere.--

Page 10, lines 11-20:

a¹⁹
--Mobile phones are no longer just phones. Mobile phones will have screens on which electronic multimedia postcards can be composed, send and receive text messages and visual messages, even cartoons. Increases in data transmission speeds, higher processing capacity and other technological advances will give enhanced audio and colorful visual images. The user will be able to receive not just still pictures, but video clips sent by friends, family, colleagues, clients and anyone who wants to create a visual message.--

Page 10, lines 21-22, through Page 11, lines 1-2:

a²⁰
The user will be able to compose multimedia messages. Bluetooth technology will make it easy to use a digital video recorder or camera and send the pictures or video to anyone else who has a 3rd generation terminal. The user will be able to create their own multimedia message and send it anywhere.--

Page 11, lines 10-15:

--Multimedia Terminal for Digital Cable Services

a 21
The cable version of the Assignee's Mediamaster is identical to its satellite brother, with one exception, the front-end uses another demodulation technique, called QAM (Quadrature Phase Modulation) which is the standard set by the Digital Video Broadcasting (DVB) group. This transmission technique is optimal for cable TV use, where the bandwidth is limited compared to satellite transmissions.--

Page 11, lines 16-19:

a 22
--The Assignee's Mediamaster 9500 C enables CATV homes to get access to all of the digital TV and radio programs as well as the interactive services offered by the program providers. A CD-ROM player as well as other computer peripherals can be connected to the data communication ports.--

Page 11, lines 20-22:

a 23
--The Assignee's Mediamaster 9500 C can handle 16.- 256 QAM signals within a 2-10 MHz bandwidth transmitted via the standardized UHF band to fit any CATV distribution network. --

Page 12, lines 1-7:

a 24
--There is a built-in telephone modem designed for V22bis fax or V32bis protocols. This connection is used as the return channel for interactive services. Using an electronic program

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a guide (EPG) the user can navigate throughout the services. So that with a home shopping channel, the user can select goods or items of his or her choice and then order them by pushing the buttons on the remote control. Signals are then sent via the telephone modem to the service provider who takes care of the order and delivers the appropriate products or services.--

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a **Page 12, lines 8-12:**

--The same scenario can be used for Pay-Per-View services. If the user decides to watch a sporting event, for example, they can confirm the service ordered by simply pressing the buttons on the hand-set and the program is made available automatically. Downloading of new software is easily done, offering upgrading and new services to the end user as they become available.--

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a **Page 12, lines 18-22:**

--Third Generation

Shown in Fig. 2 is the third generation of mobile communications that will combine a number of technologies. These technologies will work together seamlessly to give you a high level of multi-media, personal and mobile communication. The technologies supporting this advance are WAP, Bluetooth and Symbian described below.--

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a **Page 13, lines 12-16:**

-- The Assignee is a founding member of the Bluetooth Special Interest Group (SIG), an industry group consisting of leaders in the telecommunications and computing industries that are driving development of the technology and bringing it to market. Today, there are nearly 700

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a companies who have joined the consortium. More information about Bluetooth is available at www.bluetooth.com--

Page 14, lines 22-23, through Page 15, lines 1-5:

28
a --Referring to Fig. 3, a game supporting architecture of the present invention is depicted. The assembled components for this novel system are known in the art. Game Sponsoring Gateway (GSG) 2 responds to a request for a game from Game Client terminal 4. The request is communicated over a GPRS Network 6 or other supporting communication network such as existing mobile communications networks including GSM networks. The GSG 2 communicates with a game server 8 to provide a game- to- game client 4 delivered over a GPRS network 6.--

Page 15, lines 6-18:

29
a --The GSG 2 also communicates with additional servers to organize advertisements for presentation to the game client terminal 4. A location server 10 is contacted that provides information on the user of the game client terminal 4 current address. The GSG 2 also communicates with a sponsor Content Server 12 to provide advertisements to be included in the data stream from the game server 8 to the game client terminal 4. The GSG 2 communicates with user data server 14 to access information on the user's preferences and profile. The information can include how much a advertisement the user accepts, subject matter of interest to the user, purchase history, demographic profile, income level, credit history, online purchase history, web site access history, and like markers of purchasing conduct. There are existing consumer preference models for advertising including those modeled on point of sale databases to tailor

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advertising including coupons. The location server 10, sponsor content server 12 and user data server 14 are existing independent systems.--

Page 15, lines 19-23 through Page 16, lines 1-5:

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--As previously stated, when a user accesses a game over this system the initial connection from terminal 4 is via a GPRS system for mobile communications to the GSG 2. The GSG 2 either identifies the user by using authentication mechanisms on the underlying network or by using some other means such as an application level login with a password to the GSG. The GSG then checks the user data server 14 to determine if the user will accept advertisements attached to the selected game. If the answer is affirmative then the GSG 2 retrieves the user's profile from the user data server 14. The profile is accessed to select the appropriate advertisement based on the user profile, demographics, etc. The GSG 2 accesses the location server 10 to get the current geographic location of the user for further use in selecting advertising.--

IN THE CLAIMS:

Please cancel original claims 1-11 without disclaimer or prejudice and insert new claims 12-31 as follows:

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12. A system for a sponsored games network comprising:
a communications network;
a game sponsoring gateway in communication with said communication network,